

Abstract

Method for selling and using digital media objects (6) as well as a mobile communications terminal (1) suitable therefor, in which method a media object
5 (6) is ordered from a center (3) by a user by means of his mobile communications terminal (1), and is transmitted by the center (3) via a radio network (2) to the mobile communications terminal (1), where the transmitted media object (6) is stored in a memory (12) and where a media content (62) contained in the transmitted media object (6) is played back by a media
10 playback module (13) of the said communications terminal (1) via a suitable medium. Preferably, prior to the transmission to a communications terminal (1), the media content (62) of the media object (6) is encrypted with a first key (7), assigned to this media object (6), this first key (7) is transmitted, encrypted by a public second key (9), to the communications terminal (1), and is decrypted
15 there through a private third key (9'), and the encrypted media content (62') is decrypted by means of the decrypted first key (7'') prior to playback through the media playback module (13).